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CTW  
SESAME STREET  
NUMBERS

**WARNING: READ BEFORE USING YOUR 3DO  
INTERACTIVE MULTIPLAYER SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

# SESAME STREET®: NUMBERS

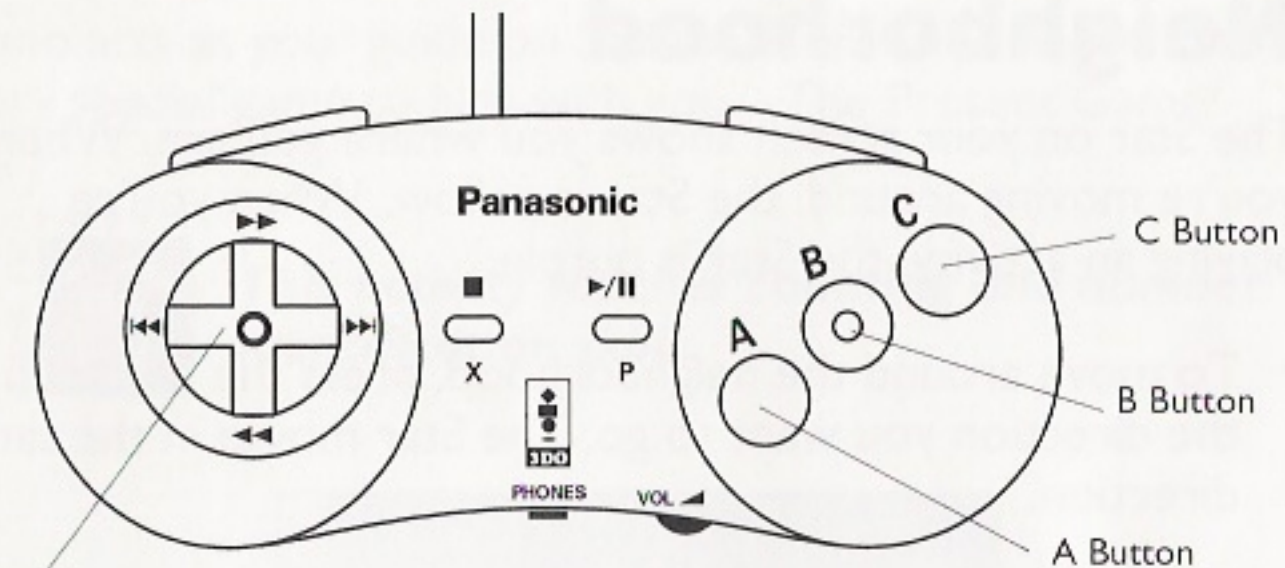
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## Starting the Game

1. Turn ON the power switch on your 3DO Interactive Multiplayer™. The READY light indicates that the unit is on.
2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).
3. Press the OPEN/CLOSE button. The disc tray extends.
4. Insert your *Sesame Street: Numbers* disc into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO logo appears (if you don't see it after a few moments, turn OFF the player and begin again at step 1).
5. The EA\*Kids and Children's Television Workshop title screens appear. Soon you're on your way to Sesame Street with Elmo!

## Game Controls



D-Pad

**Use this to move around  
Sesame Street.**

**Press one of these buttons  
when you see the sparkles!**

## Come and Play!

Come join your favorite friends on Sesame Street in a game where you learn about numbers while you're having fun! There are many different places to visit, games to play, songs to sing, and stories to hear. With your pal Elmo as guide, explore the neighborhood and visit with the whole Sesame Street crew.

## Getting Around the Neighborhood

The Star on your screen shows you where you are. When you're moving around, the Star is yellow. When you're playing an activity, the Star is purple.

- To move around the neighborhood, press the D-Pad in the direction you want to go. The Star moves in the same direction.

## Look for the Sparkles

As you explore Sesame Street and move over objects and characters, you notice sparkles. These sparkles let you know that you can talk to a character, find out more about an object, or play one of the many activities.

- Whenever you see the sparkles, press **A**, **B**, or **C**. Something exciting is sure to begin! Sometimes pressing **A**, **B**, or **C** again makes something different happen.

## On Sesame Street with Elmo

Elmo acts as your guide on Sesame Street, and he also has a very special game to play with you—The Present Game!



*This activity teaches counting and number identification skills.*



## To Play the Present Game:

1. Find the big pink and blue present on Sesame Street. Use the D-Pad to move the Star.
2. Move the Star over the present, and press **A**, **B**, or

**C.** The present magically opens up. Elmo asks you to fill the present with a number of things—he tells you just how many things he wants.

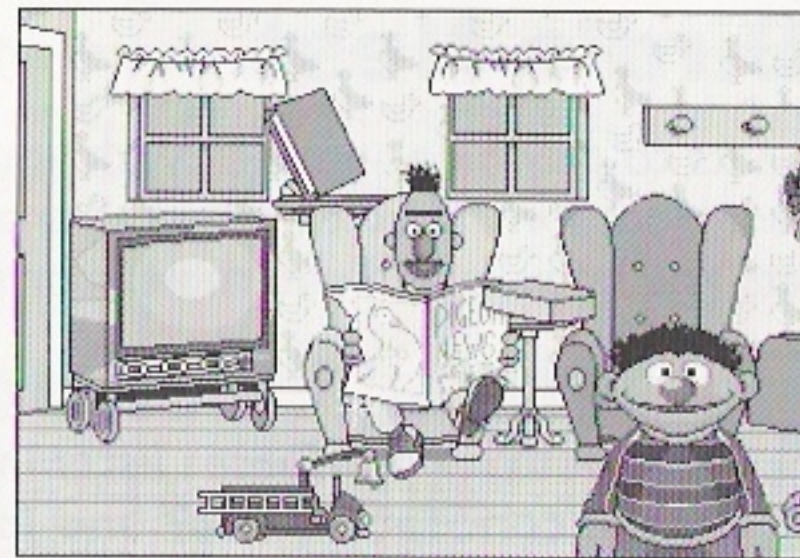
3. Move the Star around Sesame Street. When something sparkles, press **A**, **B**, or **C**, and “POOF”, the thing lands in the present!
4. When you’re done, move the Star to the present’s lid, and press **A**, **B**, or **C**. You give the present to Elmo (Elmo loves presents!), and he counts the things in the present.

## Bert and Ernie’s

Ernie has hidden Bert’s paper clip collection! Help Bert find his paper clips hidden underneath and behind things in their home.



*In this activity, children learn to identify, compare, and classify objects according to physical characteristics.*



## To Play the Paper clip Game:

1. Move the Star over to Ernie, and press **A**, **B**, or **C**. Ernie gives you clues about where the paper clips are hidden.
2. Using the clues as your guide, move your Star around their home. When the Star moves over an object that fits Ernie’s clue, press **A**, **B**, or **C**.
3. After you make three choices, Bert counts the paper clips you have found. Good Job!

## Big Bird's Nest

Big Bird wants to play hide and seek with you, and he uses his birdseed. Hunt for the box of seed all around his nest. Big Bird lets you know when you're near or far.



*This activity reinforces listening skills, as well as the concepts of near and far.*



### To Play the Near and Far Game:

1. Move the Star over to Big Bird, and press **A**, **B**, or **C**. Big Bird explains the game, and gets you started.

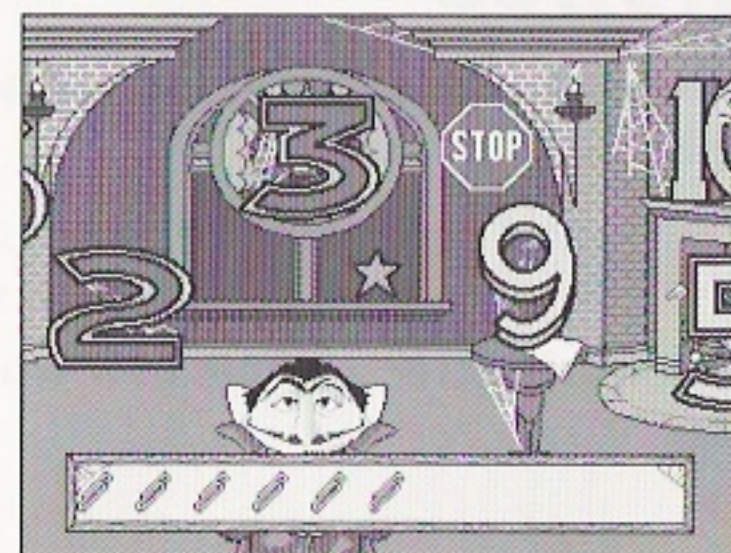
2. Use the Star to move over an object, then press **A**, **B**, or **C**. Keep trying until you find the birdseed—Happy Hunting!

## The Count's Castle

Bats are hiding in the castle, and the Count gives you clues to find them. Remember, the numbers hold the key!



*Basic addition and subtraction skills are emphasized in this activity.*



## To Play the Count's Number Game:

1. Move the Star over to the Count, and press **A**, **B**, or **C**. The Count explains that his bats are hiding behind one of the numbers in his castle. He gives you clues to find them.
2. Move the Star around the castle until you see the number you want. Move the Star over the number and press **A**, **B**, or **C**. The Count is counting on you!

## Books, Radios, Televisions and Phones

Each Sesame Street pal has a storybook, radio, television, and telephone in their home.

### Storybooks

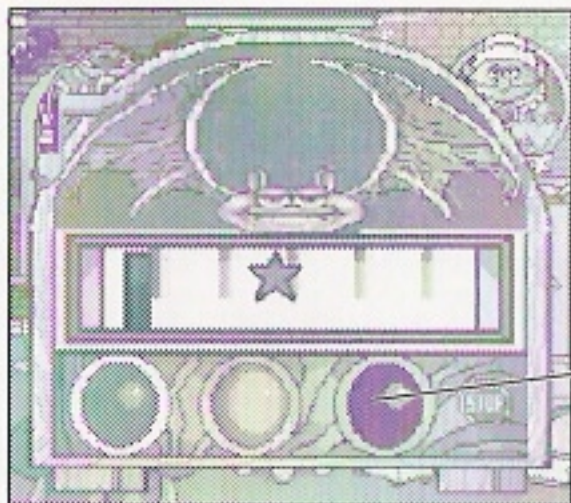
Open a storybook and enter a whole new world of stories about numbers.



- To hear a great story, move the Star over a storybook, and press **A**, **B**, or **C**. The book opens, and the story begins.
- To turn the pages, press **A**, **B**, or **C**.
- To close the book and end the story, move the Star over the Stop sign, and press **A**, **B**, or **C**.

### Radios

The radios play your favorite music and songs from the Sesame Street show!



*Change the  
channel  
using these  
buttons*

- To turn on a radio, move the Star over it, and press **A**, **B**, or **C**. The radio grows larger and begins playing a song.
- To change channels, move the Star over one of the three colorful buttons, and press **A**, **B**, or **C**.
- To turn off the radio, move the Star over the Stop sign, and press **A**, **B**, or **C**.

## Televisions

Each television plays a number of actual videos from the Sesame Street show.

- To turn on a television, move the Star over it, and press **A**, **B**, or **C**. The television grows larger, and a video begins to play.

- To change channels, move the Star over one of the three colorful buttons, and press **A**, **B**, or **C**.
- To turn off the television, move the Star over the Stop sign, and press **A**, **B**, or **C**.

## Telephones

Talk to your favorite characters on the phone. Big Bird, Bert and Ernie, the Count, and Elmo all want to hear from you!

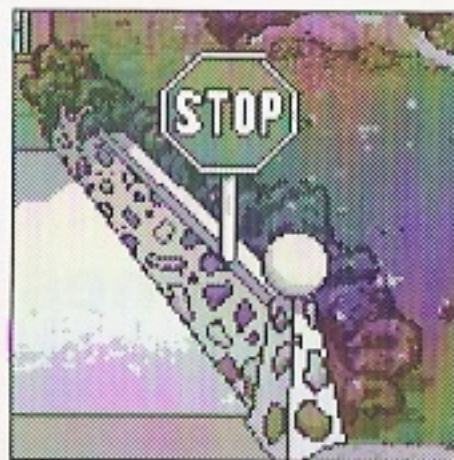


- When you hear a phone ring, it means one of the Sesame Street pals wants to speak with you. Move the Star over the telephone, and press **A**, **B**, or **C**.
- You can also call one of your friends whenever you like. Move the Star over a telephone, and press **A**, **B**, or **C**. The Telephone opens up to show you the pals you can call. Move the Star over the pal you want to talk to, and press **A**, **B**, or **C**.



## Ending Your Visit

- When you want to stop playing an activity, just look for a Stop sign. Move the Star over the sign, and press **A**, **B**, or **C**.
- When you want to leave a pal's home (Big Bird's nest for example), move the Star over the door, and press **A**, **B**, or **C**.
- When it's time to end your visit to Sesame Street, find the Stop sign near the park, move the Star over it, and press **A**, **B**, or **C**. Elmo asks you if you really must leave. With the Star still over the sign, press **A**, **B**, or **C** again, and the credit screen appears. If you change your mind and choose not to leave, move the Star to where you want to go.



The next time you return to Sesame Street, look closely, because the street is always a little different!



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And most of all...Special Thanks to Jim Henson, whose imagination and vision continue to inspire us all.

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